
Title: Anti-Paladin Punishments

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--'o'==-\--'o'==-
Until the ends of time.
Ost nagramee ramen.
Till night doth come.
Rieme let droh x'hum.
And sweer darkness
Takes all.
--'o'==-\--'o'==-

Anti-Paladin
Punishments

Expulsion From The Order

This is the highest
punishment an Anti-Paladin
can face. Upon expulsion
of the order he had an
obligation to join the
Legion of the Damned. It
was hoped that joining
this non-religious Sect
would save the expelled
brothers soul. Of course
if the Brother refuses
this then he shall pay
with his life, for proving
to be beyond any kind of
redemption. Below are the
infractions to cause such
expulsion.

- Murdering a Follower of
Oblivion.
- Divulging the Order
Secrets.
- Committing an act of
Heresy or denouncing the
Dark Faith.
- Conspiring or making
false charges against a
brother.
- Leaving the Temple house
for more than two days

without permission.

-Fleeing the enemy during battle without permission of the Grand Paladin.

Losing Your Coat (Rank)

Losing the coat of the order is a penance of shame. Taken from guilty brother were his coat, weapons and horse. He would also be forced to eat off the floor, do menial tasks and be generally separated from his brethren. This penance befell any that committed these infractions:

-Fought with another brother.

-Lost or murdered a slave.

-Killed a pack animal or lost their horse due to their own neglect.

-Told untruths about themselves.

-Injured any Follower of the Dark Religion out of anger (not by accident)

-Threatened to join the Light bringers (usually out of madness or anger).

-Leaving the Temple in anger.

-Throwing their Holy coat to the ground in anger.

-Loaned any Temple assets without permission of the order.

It is important to note that all the above crimes can be forgiven. If a brother repented with sincerity of his bad actions and providing the brethren agreed he would be restored with his coat and weapons.